Handedness modifier

http://www.upsb.info/wiki/index.php?title=Handedness_Modifier

(Wiki article not archived)

http://www.penspinning.es/viewtopic.php?f=57&t=2483

Freeman

Asunto: Handedness Modifier
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Handedness Modifier

El UPSB Research Department está trabajando últimamente en un proyecto para elaborar un sistema de modicicadores. El objetivo de este proyecto es crear un sistema extensible y modular para notar cualquier forma posible de coger y manipular un bolígrafo. Este sistema incluirá notación para los dedos de la mano opuesta, dedos en la mano de otro spinner, uso de múltiples bolis en una mano, etc.

Handedness Modifier ("modificador de lateralidad")

Este es el primer modificador desarrollado en este sistema. El handedness modifier indica que una parte básica de la mano (por ejemplo un dedo) pertenece a la parte no dominante. El uso de este modificador permite notar trucos que requieren el uso de las dos manos a la vez, breakdownear combos donde se usan las dos manos (1P2H), o simplemente diferenciar combos hechos con la mano dominante de otros con la mano no dominante. Además, muy posiblemente puede inspirar nuevas formas de hacer un truco ya conocido.

El símbolo usado para mostrar que pertenece a la parte no dominante es el apóstrofe (').

Para un spinner diestro, los dedos de su mano derecha se notan como T,1,2,3 y 4, y los de su mano izquierda como T', 1', 2', 3' y 4'. Esto se puede aplicar también a la palma, el dorso y thumbflap: P vs. P', B vs. B' and TF vs. TF'.

Y viceversa, para un spinner zurdo la notación para su manoizquierda es T,1,2,3,4,TF,P,B. Y por su derecha: T',1',2',3',4',TF',P',B'.

Vídeo de ejemplo con breakdowns
https://www.youtube.com/watch?v=e-RjImPf4-E

Nota: El vídeo está hecho por un spinner zurdo.

1- Two Finger Twirl 23'

2- Wiper 11'

3- Pass 12-23 > Pass 23-34 > Pass 34-1'4 > Pass 1'4-1'2' > Pass 1'2'-2'3' > Pass 2'3'-3'4'

4- Charge T1 > Tw Sonic 2'3'-1'2' > IA Rev 1'2'-TF' > FL TA Rev TF'- TF' ~ Bak Rev 12-12

Sistema de corchetes

Una parte de un combo hecha con la mano no dominante se puede describir escribiendo su breakdown entre corchetes que contengan el apóstrofe, estilo BBCode. El sistema de corchetes, en general, funciona con [símbolo] y [/símbolo], lo que se puede aplicar a cualquier modificador. Para el caso del handedness modifier es ['] y [/']. De esta manera un breakdown largo se puede escribir sin repetir el mismo modificador todo el rato, reduciendo la cantidad de notación necesaria.

Ejemplos de breakdown

Sin el sistema de corchetes

Warped Sonic Reverse 23-12 > Indexaround Release 12-2'3' > Twisted Sonic 2'3'-1'2' > Neobak 1'2'-3'4' > Sonic 3'4'-2'3' ~ Indexaround Reverse 2'4'-TF' > FL TA Rev TF'-TF' ~ FL TA TF-TF

Con el sistema de corchetes

Warped Sonic Reverse 23-12 > Indexaround Release 12-2'3' > ['] Twisted Sonic 23-12 > Neobak 12-34 > Sonic 34-23 ~ Indexaround Reverse 24-TF > FL TA Rev TF-TF [/'] ~ FL TA TF-TF.

Bienvenidos a la luz. RIP Bonkura

https://upsb-v3.spin-archive.org/topic/22730

UPSB v3

Research Department Feedback / Handedness Modifier article released

1. Freeman
   Date: Mon, Dec 7 2009 17:44:58

   The Research Department has just released an article on the wiki. You can view the article here: Handedness Modifier. The article suggests the use of a modifier to notate fingers on the off-hand; which is part of a modifier system project.

   Use this thread to discuss the article.

2. Glamouraz
   Date: Mon, Dec 7 2009 17:58:28

   Does this mean that a whole combo done with the non dominant hand will have the ' at every trick?

   I think the bracket system is alot more convenient. Great job for the RD.

   I think it really helps now that you don't have to say things like twisted sonic on left hand or shadow on non-dominant hand etc..

3. Zombo
   Date: Mon, Dec 7 2009 19:36:42

   QUOTE (Glamouraz @ Dec 7 2009, 12:58 PM)
   Does this mean that a whole combo done with the non dominant hand will have the ' at every trick?

   if your whole combo is 1h, theres no point in using off-hand notation.

   if large sections of your combo are off-hand and others dominant, use the bracket system describe in the article.

4. Tushix
   Date: Tue, Dec 8 2009 23:42:51

   definitely go with the bracket system.

5. Zombo
   Date: Wed, Dec 9 2009 00:07:13

   QUOTE (Tushix @ Dec 8 2009, 06:42 PM)
   definitely go with the bracket system.

its not a question of going one over the other, you use can EITHER one whenever appropriate.

if you just need to notate a few off hand fingers or if your combo is very complex and uses both hands all the time, then you should probably use modifier because Sonic 3[']4 - 3[/']2 is not as good as Sonic 34' - 3'2

if your combo is partitioned into long sequences on a single hand, then use the brackets. writing Sonic 3'4'-2'3' is not as good as [']Sonic 34-23[/']

6. AwonW
   Date: Thu, Dec 10 2009 03:22:46

   What do you do for instances where the handedness of the spinner isn't known or explicit?

7. Zombo
   Date: Thu, Dec 10 2009 03:35:15

   QUOTE (AwonW @ Dec 9 2009, 10:22 PM)
   What do you do for instances where the handedness of the spinner isn't known or explicit?

   you pick one hand and say its the dominant hand, it doesn't matter at this point it's just to differentiate both hands.

8. Mats
   Date: Sat, Dec 12 2009 12:40:53

   I would still use a different colour while on the forums to notate the other hand (for example, right hand is black, left hand is blue), but use these too. That way, it's easily distinguishable on the board.

   Handedness modifier is definately important though. You can't always just colour things and sometimes colours are hard to see etc. Good job guys!

9. Zombo
   Date: Sat, Dec 12 2009 13:48:41

   QUOTE (Mats @ Dec 12 2009, 07:40 AM)
   I would still use a different colour while on the forums to notate the other hand (for example, right hand is black, left hand is blue), but use these too. That way, it's easily distinguishable on the board.

   Handedness modifier is definately important though. You can't always just colour things and sometimes colours are hard to see etc. Good job guys!

   here's the cool thing:

the bracket system ['][/'] is the same as bbcode. If you add it as bbcode in your board, then it automatically formats your combo!!

10. hoiboy
Date: Sat, Dec 12 2009 19:25:17

test

sonic 34-12 > pass rev. 12-t1 > ta t1-t1 > ['] fingerless shadow rev 12-34 > pinkybak 34-34 [/']

??

11. strat1227
Date: Sat, Dec 12 2009 19:32:31

QUOTE (hoiboy @ Dec 12 2009, 02:25 PM)
test

sonic 34-12 > pass rev. 12-t1 > ta t1-t1 > ['] fingerless shadow rev 12-34 > pinkybak 34-34 [/']

??

He hasn't added it as bbcode yet lol

12. Mats
Date: Sun, Dec 13 2009 14:27:17

QUOTE (Zombo @ Dec 12 2009, 01:48 PM)
here's the cool thing:

the bracket system ['][/'] is the same as bbcode. If you add it as bbcode in your board, then it automatically formats your combo!!

Sweet. Some really good changes to the board recently and it seems a couple more to come! Thanks to Zombo and the other staff!

13. KIRGO

Date: Sun, Dec 13 2009 20:13:18

It would be better for the notation if you add a notation of the relative position of both hands:
http://img22.imageshack.us/img22/3751/notation.pdf

Because a pass or an around can be done in plenty of way from a hand to the other. I already made a request for such a notation, on february 2009...

EDIT: I made a video one year ago, it's not exactly the notation that i've write in the table but anyway (french subtitled in english...):
http://www.youtube.com/watch?v=5FjvBVrIw1g

In fact, both hand can be parallel, or perpendicular.
If they are parallel, they can be side to side (//), or in opposition (><).
If they are perpendicular, the left hand can be perpendicular to the right hand (-|) or the right hand can be perpendicular to the left hand (|-). (I have no example of tricks for this notation but they can be invented...)

However, the hands side to side or in opposition is very useful: I develope it in my vid.

Then, the hand can be in palm up, in palm side, in palm down, or in "back side", when you make another rotation of 90Â° of your palm.

14. Zombo

Date: Sun, Dec 13 2009 20:15:01

QUOTE (KIRGO @ Dec 13 2009, 03:13 PM)
It would be better for the notation if you add a notation of the relative position of both hands:
http://img22.imageshack.us/img22/3751/notation.pdf

Because a pass or an around can be done in plenty of way from a hand to the other. I already made a request for such a notation, on february 2009...

we know about this system, our modifier system is orthogonal to the hand notation system.

15. KIRGO

Date: Sun, Dec 13 2009 20:38:40

QUOTE (Zombo @ Dec 13 2009, 03:15 PM)
we know about this system, our modifier system is orthogonal to the hand notation system.

Both notation must be combined yes.

The system of brackets you made is really cool, very useful =) and user-friendly too. Well, see you in a year for the notation of the hands!

16. Shadowserpant
Date: Mon, Dec 14 2009 07:53:35

LOL i still need to write the freakin informal article